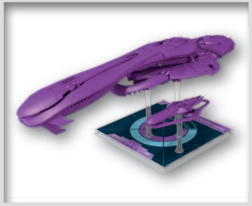
Covenant Supported ORS Heavy Cruiser — Capital Ship, Large (220 PTS)



Movement	5"
Damage Track	11•10•6
Build Rating	5
Hangars	6
Boarding Craft	3
Security Detail	5

Systems Loadouts

Cloaking System
Defence Array (5)
Glide (3")
Point Defence (6)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Lance	18/32"	Plasma	F/P/S	14
OR Plasma Beam	12/–"	Beam/Plasma	F/P/S	9/9/9
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	12
AND Plasma Torpedoes	12/24"	Missiles/Plasma	F	5

Covenant Supported CCS Battlecruiser — Capital Ship, Medium (170 PTS)

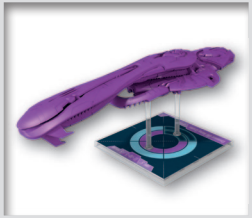
Movement	7"
Damage Track	8•7•4
Build Rating	4
Hangars	3
Boarding Craft	2
Security Detail	5

Systems Loadouts

Carrier Action (1)
Defence Array (5)
Glide (4")
Point Defence (4)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Lance	18/32"	Plasma	F/P/S	12
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	10
AND Plasma Torpedoes	12/24"	Missiles/Plasma	F	5

Covenant ORS Heavy Cruiser — Capital Ship, Large (200 PTS)



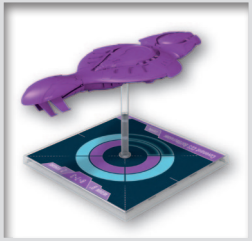
Movement	5"
Damage Track	11•10•5
Build Rating	4
Hangars	5
Boarding Craft	3
Security Detail	4

Systems Loadouts

Cloaking System
Defence Array (4)
Glide (3")
Point Defence (5)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Lance	18/32"	Plasma	F/P/S	14
OR Plasma Beam	12/–"	Beam/Plasma	F/P/S	9/9/9
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	10

Covenant CCS Battlecruiser — Capital Ship, Medium (150 PTS)



Movement	8"
Damage Track	8•7•3
Build Rating	3
Hangars	2
Boarding Craft	2
Security Detail	4

Systems Loadouts

Carrier Action (1)
Defence Array (4)
Glide (4")
Point Defence (3)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Lance	18/32"	Plasma	F/P/S	12
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	9

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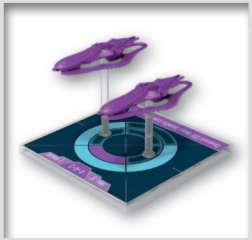
Covenant SDV Heavy Corvette (Line Formation) — Small Ships (40 PTS)



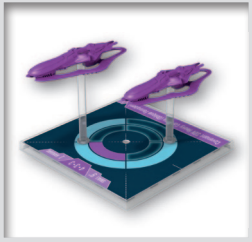
Movement	9"
Damage Track	4•4•3
Build Rating	1
Hangars	1
Boarding Craft	0
Security Detail	2

Systems Loadouts

Cloaking System
Defence Array (2)
Elusive
Glide (5")
Point Defence (3)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	3
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Torpedoes	12/24"	Missiles/Plasma	F	4

Covenant SDV Heavy Corvette (Oblique Formation) — Small Ships (40 PTS)



Movement	9"
Damage Track	4•3•3
Build Rating	1
Hangars	1
Boarding Craft	0
Security Detail	2

Systems Loadouts

Cloaking System
Defence Array (2)
Elusive
Glide (5")
Point Defence (3)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	4
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Torpedoes	12/24"	Missiles/Plasma	F	3

Covenant Seraph Interceptor Flight — Flight Slots: 1

Movement	16"
Damage Track	2

Systems Loadouts

None

Weapons	Range	Dice
vs. Wing Targets	Contact	2
-	-	-

Covenant Tarasque Bomber Flight — Flight Slots: 1

Movement	14"
Damage Track	2

Systems Loadouts

None

Weapons	Range	Dice
vs. Wing Targets	Contact	1
vs. Element Targets	Contact	2

Covenant Type-28 Boarding Craft — Flight Slots: 0

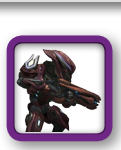
Movement	12"
Damage Track	4
Security Detail	2

Systems Loadouts

Heroic Save (Trooper)

Weapons	Range	Dice
-	-	-

Covenant Type-28 Boarding Craft (Elites) — Flight Slots: 0



Movement	12"
Damage Track	6
Security Detail	3

Systems Loadouts

Assault Specialist (1)
Heroic Save (Zealot)

Weapons	Range	Dice
-	-	-

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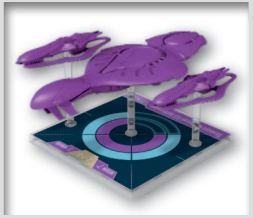
Covenant Reinforced CCS Battlecruiser — Capital Ship, Medium (200 PTS)



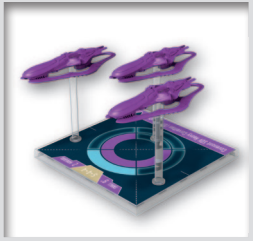
Movement	7"
Damage Track	8•7•5
Build Rating	5
Hangars	5
Boarding Craft	4
Security Detail	6

Systems Loadouts

Carrier Action (1)
Defence Array (6)
Glide (4")
Point Defence (6)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Lance	18/32"	Plasma	F/P/S	12
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	12
AND Plasma Torpedoes	12/24"	Missiles/Plasma	F	6

Covenant SDV Heavy Corvettes (Tri-Formation) — Small Ships (60 PTS)



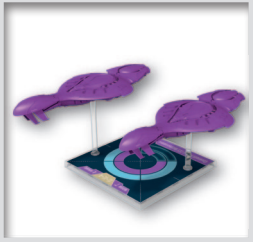
Movement	9"
Damage Track	5•4•4
Build Rating	2
Hangars	2
Boarding Craft	0
Security Detail	3

Systems Loadouts

Cloaking System
Defence Array (4)
Elusive
Glide (5")
Point Defence (4)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	6
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Torpedoes	12/24"	Missiles/Plasma	F	6

Covenant Paired CCS Battlecruisers — Capital Ships, Medium (260 PTS)



Movement	7"
Damage Track	11•11•4
Build Rating	8
Hangars	4
Boarding Craft	4
Security Detail	8

Systems Loadouts

Carrier Action (2)
Defence Array (7)
Glide (4")
Point Defence (6)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Lance	18/32"	Plasma	F/P/S	18
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	15

Covenant Additional Specialist Battle Groups

The Golden Path Specialist Battle Group
Contains 1x Element of Reinforced CCS Battlecruiser and 1x SDV Heavy Corvette (Line Formation)
Special Rule: **Command Centre** – A Fleet containing a Golden Path Battle Group may re-roll a Single Order Dice at the beginning of either the Attacks or Boarding Segments (but not both!).

Supplicant Specialist Battle Group
Contains 3x Elements of SDV Heavy Corvettes (Tri-Formation)
Special Rule: **Hunter Killers** – All Elements in this Battle Group may re-roll any Initial Rolls of a when firing Plasma Torpedoes at Short Range.

Penitent Specialist Battle Group
Contains 1x Element of Paired CCS Battlecruisers
Special Rule: **Focused Wrath** – All Plasma Cannon Array Attacks made by this Element may re-roll a single Attack Dice for each friendly Zealot on-board.

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Covenant Escorted RCS Armoured Cruiser — Capital Ship, Medium (140 PTS)

Movement	7"
Damage Track	9•8•5
Build Rating	3
Hangars	2
Boarding Craft	3
Security Detail	6

Systems Loadouts

Defence Array (3)
Glide (3")
Point Defence (6)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Lance	18/32"	Plasma	F/P/S	10
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	8
AND Plasma Torpedoes	12/24"	Missiles/Plasma	F	5

Covenant Defended RCS Armoured Cruiser — Capital Ship, Medium (160 PTS)

Movement	7"
Damage Track	9•8•6
Build Rating	3
Hangars	2
Boarding Craft	3
Security Detail	6

Systems Loadouts

Cloaking System
Defence Array (3)
Glide (3")
Point Defence (6)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Lance	18/32"	Plasma	F/P/S	10
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	8
AND Plasma Torpedoes	12/24"	Missiles/Plasma	F	7

Covenant Escorted CCS Battlecruiser — Capital Ship, Medium (170 PTS)

Movement	8"
Damage Track	8•7•4
Build Rating	4
Hangars	2
Boarding Craft	2
Security Detail	5

Systems Loadouts

Carrier Action (1)
Defence Array (5)
Glide (4")
Point Defence (5)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Lance	18/32"	Plasma	F/P/S	12
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	9
AND Plasma Torpedoes	12/24"	Missiles/Plasma	F	5

Covenant Defended CCS Battlecruiser — Capital Ship, Medium (190 PTS)

Movement	8"
Damage Track	8•7•5
Build Rating	4
Hangars	2
Boarding Craft	2
Security Detail	5

Systems Loadouts

Cloaking System
Carrier Action (1)
Defence Array (5)
Glide (4")
Point Defence (5)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Lance	18/32"	Plasma	F/P/S	12
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	9
AND Plasma Torpedoes	12/24"	Missiles/Plasma	F	7

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Covenant Escorted DSC Support Ship — Capital Ship, Medium (115 PTS)

Movement	7"
Damage Track	7•6•5
Build Rating	3
Hangars	3
Boarding Craft	4
Security Detail	5

Systems Loadouts

Defence Array (4)
Glide (4")
Labyrinthine
Point Defence (6)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	7
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Torpedoes	12/24"	Missiles/Plasma	F	12

Covenant Defended DSC Support Ship — Capital Ship, Medium (135 PTS)

Movement	7"
Damage Track	7•6•6
Build Rating	3
Hangars	3
Boarding Craft	4
Security Detail	5

Systems Loadouts

Cloaking System
Defence Array (4)
Glide (4")
Labyrinthine
Point Defence (6)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	7
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Torpedoes	12/24"	Missiles/Plasma	F	14

Covenant Supported DSC Support Ship — Capital Ship, Medium (115 PTS)

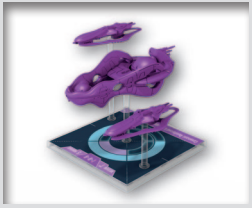
Movement	7"
Damage Track	7•6•5
Build Rating	3
Hangars	4
Boarding Craft	4
Security Detail	5

Systems Loadouts

Defence Array (4)
Glide (4")
Labyrinthine
Point Defence (5)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	8
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Torpedoes	12/24"	Missiles/Plasma	F	8

Covenant Reinforced DSC Support Ship — Capital Ship, Medium (135 PTS)



Movement	7"
Damage Track	7•6•6
Build Rating	4
Hangars	5
Boarding Craft	4
Security Detail	5

Systems Loadouts

Defence Array (5)
Glide (4")
Labyrinthine
Point Defence (6)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	9
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Torpedoes	12/24"	Missiles/Plasma	F	10

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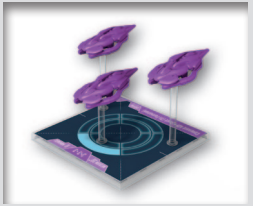
Covenant ADP Escort Tri-Formation — Small Ship (20 PTS)



Movement	10"
Damage Track	3•3•3
Build Rating	1
Hangars	0
Boarding Craft	0
Security Detail	2

Systems Loadouts

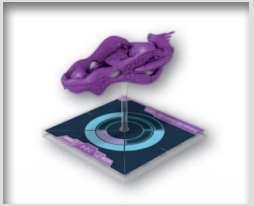
Cloaking System
Defence Array (2)
Glide (5")
Point Defence (2)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Torpedoes	12/24"	Missiles/Plasma	F/P/S	6

Special Rule

All ADP Escort Formations in a Battle Group can add their Point Defence to that of ANY Capital Formation in the same Battle Group, but ONLY when the Capital Formation is attacked by weapons with the *Missiles* Loadout.

Covenant DSC Support Ship — Capital Ship, Medium (95 PTS)



Movement	7"
Damage Track	7•6•4
Build Rating	2
Hangars	3
Boarding Craft	4
Security Detail	4

Systems Loadouts

Defence Array (3)
Glide (4")
Labyrinthine
Point Defence (4)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	7
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Torpedoes	12/24"	Missiles/Plasma	F	8

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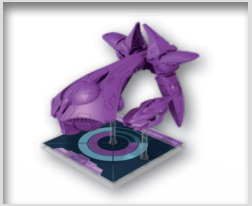
Covenant Escorted CPV Heavy Destroyer — Capital Ship, Medium (130 PTS)



Movement	8"
Damage Track	8•6•5
Build Rating	4
Hangars	2
Boarding Craft	3
Security Detail*	5

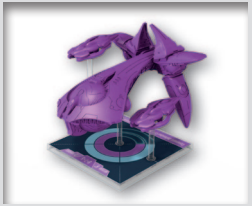
Systems Loadouts

Defence Array (4)
Glide (4")
Point Defence (6)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Beam	12/–"	Beam/Plasma	F/P/S	9/9/9
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Torpedoes	12/24"	Missiles/Plasma	F/P/S	14

Special Rule	
	***Penitents** - Security Details on this Element are considered to have the *Assault Specialist (1)* Loadout.

Covenant Defended CPV Heavy Destroyer — Capital Ship, Medium (150 PTS)



Movement	8"
Damage Track	8•6•6
Build Rating	4
Hangars	2
Boarding Craft	3
Security Detail*	5

Systems Loadouts

Cloaking System
Defence Array (4)
Glide (4")
Point Defence (6)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Beam	12/–"	Beam/Plasma	F/P/S	9/9/9
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Torpedoes	12/24"	Missiles/Plasma	F/P/S	16

Special Rule	
	***Penitents** - Security Details on this Element are considered to have the *Assault Specialist (1)* Loadout.

Special Rule

*High Value Target:
This vessel is considered to have a Build Rating of **one** less than listed during the process of Fleet Building, reverting to its stated Build Rating for the purposes of calculating Victory Points only.

Special Rule

*High Value Target:
This vessel is considered to have a Build Rating of **one** less than listed during the process of Fleet Building, reverting to its stated Build Rating for the purposes of calculating Victory Points only.

Covenant Penitent RCS Armored Cruisers — Capital Ship, Medium (220 PTS)

Movement	7"
Damage Track	12•9•7
Build Rating	6
Hangars	4
Boarding Craft	5
Security Detail	8

Systems Loadouts

Defence Array (5)
Glide (3")
Point Defence (7)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Lance	18/32"	Plasma	F/P/S	16
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	15

Covenant RCS Armored Cruiser — Capital Ship, Medium (120 PTS)

Movement	7"
Damage Track	9•8•4
Build Rating	2
Hangars	2
Boarding Craft	3
Security Detail	5

Systems Loadouts

Defence Array (2)
Glide (3")
Point Defence (4)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Lance	18/32"	Plasma	F/P/S	10
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	8

Covenant Reinforced RCS Armored Cruiser — Capital Ship, Medium (160 PTS)

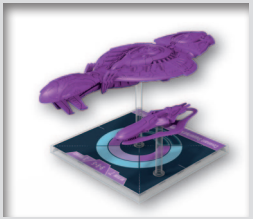
Movement	7"
Damage Track	9•8•6
Build Rating	4
Hangars	4
Boarding Craft	3
Security Detail	6

Systems Loadouts

Defence Array (4)
Glide (3")
Point Defence (6)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Lance	18/32"	Plasma	F/P/S	10
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	10
AND Plasma Torpedoes	12/24"	Missiles/Plasma	F	7

Covenant Supported RCS Armored Cruiser — Capital Ship, Medium (140 PTS)



Movement	7"
Damage Track	9•8•5
Build Rating	3
Hangars	3
Boarding Craft	3
Security Detail	6

Systems Loadouts

Defence Array (3)
Glide (3")
Point Defence (5)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Lance	18/32"	Plasma	F/P/S	10
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	9
AND Plasma Torpedoes	12/24"	Missiles/Plasma	F	5

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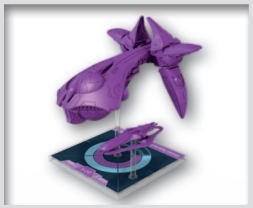
Covenant Supported CPV Heavy Destroyer — Capital Ship, Medium (130 PTS)



Movement	8"
Damage Track	8•7•4
Build Rating	4 (3*)
Hangars	3
Boarding Craft	4
Security Detail**	4

Systems Loadouts

Defence Array (4)
Glide (4")
Point Defence (4)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Beam	12/–"	Beam/Plasma	F/P/S	9/9/9
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	5
AND Plasma Torpedoes	12/24"	Missiles/Plasma	F/P/S	12

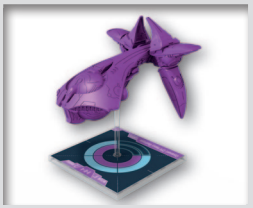
Special Rule

****Penitents** - Security Details on this Element are considered to have the *Assault Specialist (1)* Loadout.

Special Rule

*High Value Target:
This vessel is considered to have a Build Rating of **one** less than listed during the process of Fleet Building, reverting to its stated Build Rating for the purposes of calculating Victory Points only.

Covenant CPV Heavy Destroyer — Capital Ship, Medium (110 PTS)



Movement	8"
Damage Track	8•6•4
Build Rating	3 (2*)
Hangars	2
Boarding Craft	3
Security Detail**	4

Systems Loadouts

Defence Array (3)
Glide (4")
Point Defence (4)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Beam	12/–"	Beam/Plasma	F/P/S	9/9/9
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Torpedoes	12/24"	Missiles/Plasma	F/P/S	10

Special Rule

****Penitents** - Security Details on this Element are considered to have the *Assault Specialist (1)* Loadout.

Special Rule

*High Value Target:
This vessel is considered to have a Build Rating of **one** less than listed during the process of Fleet Building, reverting to its stated Build Rating for the purposes of calculating Victory Points only.

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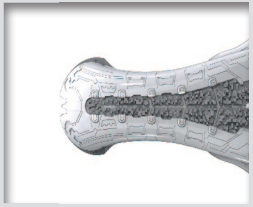
Covenant Assault Carrier (Fore Section) — Capital Ship, Massive (750 PTS)



Movement	5"
Damage Track	10•8•7
Build Rating	5
Hangars	3
Boarding Craft	3
Security Detail	6

Systems Loadouts

Defence Array (8)
Glide (3")
Labyrinthine
Point Defence (7)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Lance	20/40"	Plasma	F/P/S	20
OR Plasma Beam	12/–"	Beam/Plasma	F/P/S	15/15/15
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Torpedoes	12/24"	Missiles/Plasma	F	10

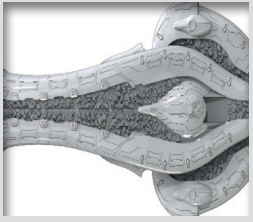
Covenant Assault Carrier (CAS) Special Rules

Cathedral of the Faithful:
Each Section on a CAS can replace **ONE** of its listed Boarding Craft with a Zealot for NO POINTS! This bonus is in addition to the standard number of Zealots available to a Fleet.

Seraph Hosts:
All Seraph Interceptor Wings launched by a CAS increase their maximum size to **6** rather than the normal **5**.

Limited Resources:
All CAS exist as individual Battle Groups and are not required to follow the standard rules for Battle Group creation. Whilst they are not Specialist Battle Groups, they are restricted by the size of Fleet they are attached to. Therefore a single CAS can be included in a Fleet for every **FULL 1250** Points being played.

Covenant Assault Carrier (Mid Section) — Capital Ship, Massive



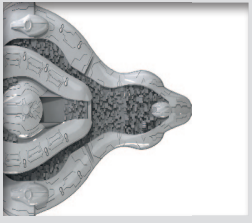
Movement	5"
Damage Track	11•10•5
Build Rating	6
Hangars	10
Boarding Craft	5
Security Detail	8

Systems Loadouts

Carrier Action (3)
Defence Array (9)
Glide (3")
Labyrinthine
Point Defence (8)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Cannon Arrays	10/20"	Plasma	P+S	15
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Torpedoes	12/24"	Missiles/Plasma	P+S	16

Covenant Assault Carrier (Aft Section) — Capital Ship, Massive



Movement	5"
Damage Track	10•8•7
Build Rating	5
Hangars	2
Boarding Craft	2
Security Detail	6

Systems Loadouts

Defence Array (8)
Glide (3")
Labyrinthine
Point Defence (7)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Cannon Arrays	10/20"	Plasma	A	15
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Torpedoes	12/24"	Missiles/Plasma	A	16

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